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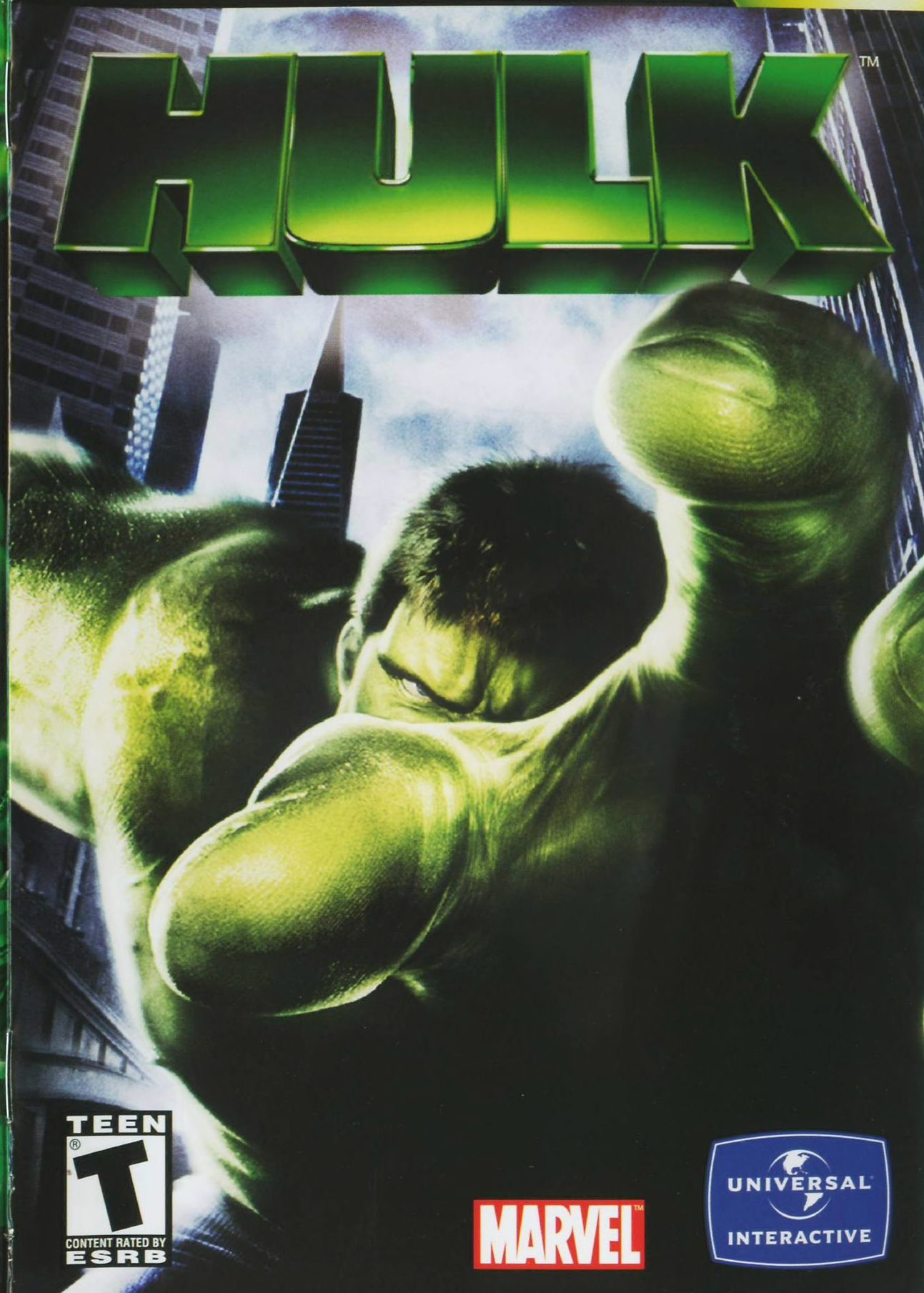
XBOX

HULK™



TEEN
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CONTENT RATED BY ESRB

MARVEL™

UNIVERSAL INTERACTIVE

Safety Information

About Photosensitive Seizures
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives has a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using the software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox™ games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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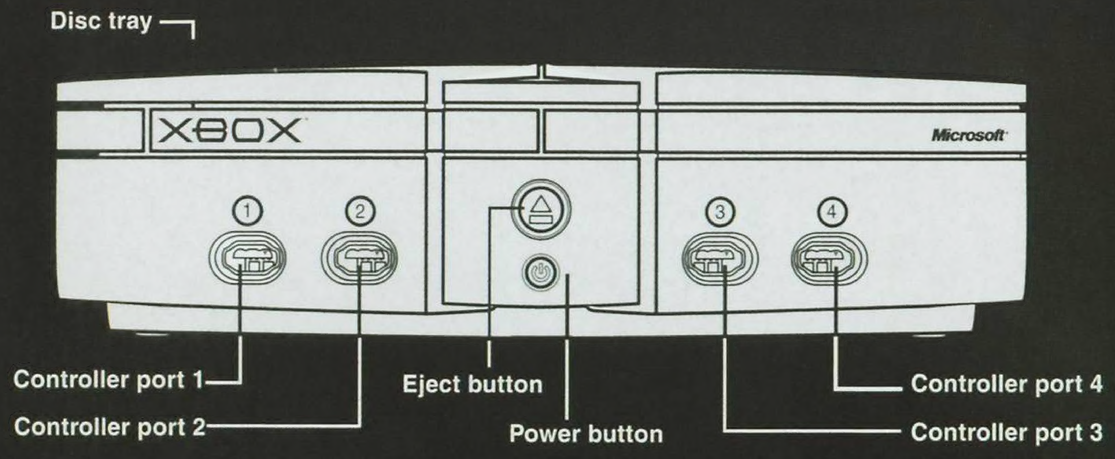
GETTING STARTED



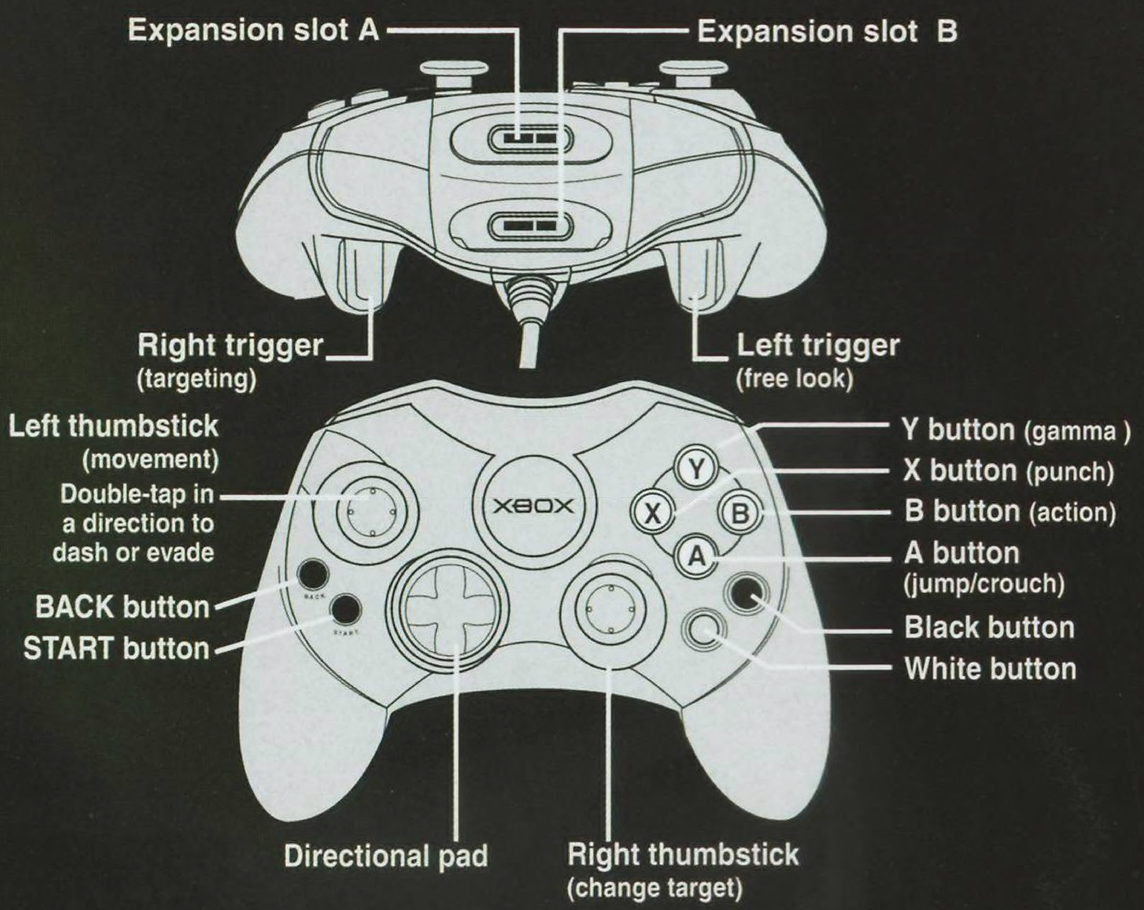
USING THE XBOX VIDEO GAME SYSTEM

Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place *THE HULK*™ disc on the disc tray with the label facing up and close the disc tray. Follow on-screen instructions and refer to this manual for more information about playing *THE HULK*™.

Avoiding Damage to Discs or the Disc Drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods of time when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox memory unit) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *THE HULK*™.

CONTROLS

Punch (X button)
This is your character's basic attack button. Both Banner and THE HULK™ can perform combination attacks by pressing this button multiple times in sequence.

Gamma (Y button)
For THE HULK™, this button triggers THE HULK™'s power attacks. Most of these attacks are designed to harm multiple enemies, but by using this button in combination with the punch button, special combo attacks can be accessed. For Banner, this button is used to manipulate the environment.

Free Look (Left trigger)
Pressing the free look button places the camera in first-person mode. Use this function to view areas of the environment not seen in the regular camera. Beware though, as your character cannot move or perform other actions while in this mode.

Targeting (Right trigger)
The player can target enemies and objects by holding down the target button. While the target button is held down, a highlighter will be visible on-screen, marking the currently targeted enemy. While in this mode, the Change Target (right analog) stick can be used to select a new target.

Jump/Crouch (A button)
For The Hulk, this button triggers a jump that is used to avoid threats and set up powerful aerial attacks. For Banner, this button is used to crouch stealthily through the environment and perform evasive dive rolls.

THE HULK™ CONTROLS

COMBAT
X = Left Hook
X, X = Right Hook
X, X, X = Backhand
X, X delay X = Gut Punch
X, X delay X, X = Right Jab
X, X delay X, X, X = Overhead Smash
X + Y = Overhead Smash
Y = Sonic Clap
X, Y = 2-Handed Upper
X, X, Y = Punt Kick
X, X, Y, X = Hammer Fist
←, X (while targeting) = Rising Upper
→ → = Dash
→ → X = Dashing Punch
→ X (while targeting) = Dashing Punch

JUMP ATTACKS
A, X = Gamma Crusher
A, Y = Gamma Stomp

RAGE ATTACKS
Must be in Rage Mode.

These devastating attacks deplete your rage meter completely.

Y + B = Super Sonic Clap
X + Y = Super Overhead Smash

GRAPPLES (press B to grab)
Small Enemies (from Grapple)
B = Toss
X, X, X = Combo Throw
Y = Gamma Slam
A, B = Jumping Throw

Large Enemies (from Grapple)
B = Toss
Y = Backbreaker
X = Slam
X = Double Slam

POLES
B = Pick Up Pole
B = Throw Pole
X = Downward Swing
X, X = Upward Swipe
X, X, Y = Baseball Swing
→ X (while targeting) = Battering Ram
Y = Overhead Smash

HEAVY OBJECTS
B = Pick Up Object
B = Throw Object
X = Smash
Y = Swing

X, Y Chargeable – Hold the button down for a stronger attack. The maximum charge performs a special move.

BRUCE BANNER CONTROLS

STEALTH AND EVASIVE MOVES

Ⓐ	= Crouch
➡ Ⓐ (While Running)	= Diveroll
➡ ➡	= Diveroll

WORLD INTERACTION

Press the Ⓨ button to manipulate interactive objects within the world.

CRATES

➡	Clamber
Ⓨ (Facing Crate)	Grab / Relase Crate
⬅ (Grabbed)	Pull Crate
➡ (Grabbed)	Push Crate

COMBAT

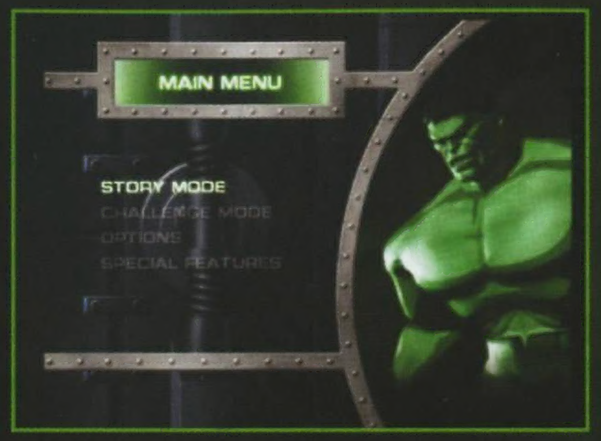
Ⓧ	Left Hook
Ⓧ, Ⓧ	Right Hook
Ⓧ, Ⓧ, Ⓧ	Uppercut
Ⓑ	Grab Enemy

THE FATE OF DR. BANNER...

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, THE HULK™, battle The Leader™—a terrifying villain intent on unleashing a relentless army of gamma creatures on the world. Only by facing his own shattered identity and gaining control of the beast within him will Bruce have the ability to overcome the insane intentions of The Leader™.

MAIN MENU

STORY MODE



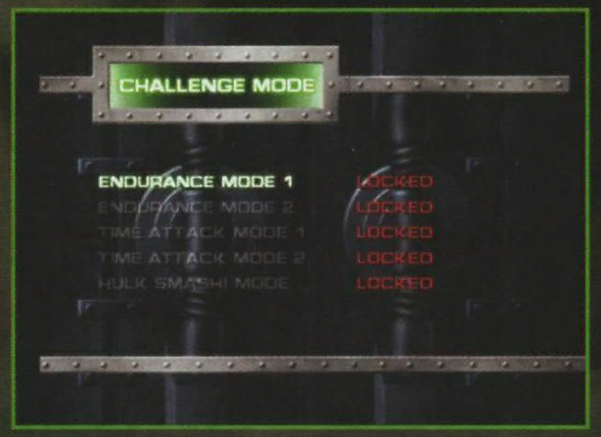
Load Game
Continue a Story Mode game in progress.

New Game
Start Story Mode from the beginning, choose the desired level of difficulty, and start playing.

Continue Game
Continue playing the game from the point where you last left off. You can access all levels you have unlocked up to now.

CHALLENGE MODE

Complete a chapter of Story Mode by defeating the special Boss encounter and unlock a Challenge Mode.

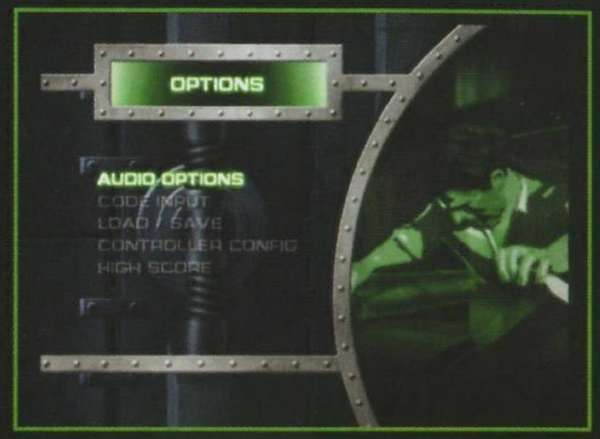


Endurance Mode 1 and 2
Survive as long as you can against endless waves of opponents.

Time Attack Mode 1 and 2
Defeat as many enemies as possible before your time runs out.

HULK™ Smash!
Destroy as much of the environment as you can before the time is up.

OPTIONS



- **Audio Options**
  Change the sound settings for the game.
- **Code Input**
  Input codes to unlock hidden features.
- **Load/Save**
  Manage your saved games.
- **Controller**
  Change the configuration of the controller and turn vibration on/off.
- **High Score**
  View the high scores from Challenge Mode.

SPECIAL FEATURES

- **Movie Art**
  View the art used to design the film's environments, story, and characters.
- **HULK™ Unleashed**
  Take a behind-the-scenes look at the making of the movie and the game.
- **Cheats**
  Toggle cheats on/off.
- **Credits**
  Check out the credits for the game.

HOW TO PLAY

Overview

You control Dr. Bruce Banner and his alter ego THE HULK™. You will need the intellect of Dr. Banner to solve the puzzles that face him, and the brute strength of THE HULK™ when nothing but force can solve the problem.

If you are caught as Banner or defeated as THE HULK™, you have failed. You can use any remaining Continue credits to keep going, but once they are gone, you will have to restart the level.

Bruce Banner

As Bruce Banner, you must rely on your intellect and stealth. Avoid detection as much as possible as you gather clues, and fight only when necessary.

THE HULK™

There are no limits to the destructive power of THE HULK™. Capable of smashing through buildings and defeating whole groups of enemies, THE HULK™ uses a series of specialty moves and his unmatched strength to unleash a whirlwind of destruction.

Story Mode

Play as Bruce Banner and THE HULK™ as you sneak and smash your way through this epic adventure. Only by controlling the incredible power of the beast within can you destroy the diabolical intentions of The Leader™ to save the world...and yourself!

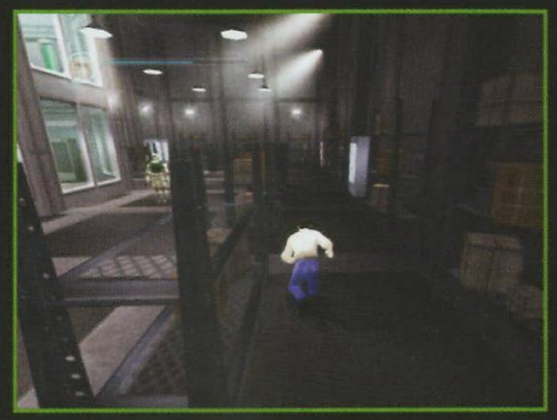
Challenge Mode

Select one of five challenge games to play. Each game has concrete objectives that you can use to increase your skills.

BANNER

As Bruce Banner, you will move through the world of the game using stealth and cunning. Dr. Banner is no warrior; the key to success as Bruce Banner is to avoid conflict whenever possible. Bruce cannot always transform into THE HULK™ for reasons indicated in the story. Pay close attention; if you transform when you shouldn't, you will fail in your mission, costing a Continue credit.

Movement



With careful movements and a keen eye on his surroundings, Bruce is able to evade cameras, searchlights, soldier patrols and other surveillance resources, as he slips silently into the most guarded of facilities. By walking, running, crouching, diving and clambering up and down, Bruce can avoid unnecessary confrontations. He can also open doors and access security computers; this is crucial because THE HULK's™ brute strength is not enough to get into some areas of the game.

In addition to sneaking around, Bruce has the ability to push and pull objects in the environment—perhaps revealing secret areas.

Puzzles

There are numerous computer puzzles throughout the game that require logic and a cool wit. By matching up various icons, Bruce can hack into the security systems and continue his progress through each environment.

Combat

Sometimes Bruce has no option but to fight. He can fight unarmed or with assorted weapons found along the way. Unlike THE HULK™, Bruce can fake surrender and attack his opponents when they come closer.

Fake Surrender
Try freezing! If caught by a security guard, Bruce will be told to "FREEZE!" Then let the guard get up close and take him by surprise.

Transformation
When Bruce is attacked to the point that his energy is completely drained, his emotions will trigger transformation into THE HULK™. However, you must be alert as there are some areas in the game in which a transformation will trigger a mission failure.

THE HULK™

As THE HULK™, you are given over to rage. You will fight numerous opponents and wreak havoc on your surroundings.

Movement
THE HULK™ can move by walking, jumping, running, and dashing.

Pick-up
Numerous objects throughout the world are available for THE HULK™ to pick up. By grabbing a club-type weapon, THE HULK™ can use any number of Club Attacks to beat his opponents. Or THE HULK™ can demonstrate his ferocious strength by picking up and throwing a larger object, such as a crate, car or even a tank. Throwing large objects is a quick way of dispatching entire groups of enemies or opponents at a distance.

Combat
The basic moves used by THE HULK™ include fifteen strike attacks, and various grapples, throws, slams and pummels. THE HULK™ also has a series of signature moves that reflect his power and ferocity, including the Sonic Clap, Gamma Stomp, missile deflection, and feats of strength.

Destruction
Beyond beating his opponents, THE HULK™ has the ability to destroy his surroundings by smashing into buildings, pillars, cars, helicopters, and just about anything that he comes across.

Rage Mode Attacks

When THE HULK's™ Rage Meter is full he enters Rage Mode. For a limited time, his regular attacks become more powerful and do more damage. These powerful techniques channel all of THE HULK's™ rage into a single attack. They're ideal for causing extreme damage to troublesome opponents — or bailing THE HULK™ out of a tough spot. Either of these attacks will end *Rage Mode*.

- Ⓧ + Ⓨ **Super Overhead Smash -** This brutal technique channels THE HULK's™ attack into a massive circular shockwave, causing extreme damage to everyone and everything near THE HULK™. It is best used in tight spaces or smaller rooms where the enemy can't easily escape.

- Ⓨ + Ⓑ **Super Sonic Clap -** This technique is a focused directional blast, ideal for clearing out long corridors of enemies and obstacles. It has a longer range than the Super Overhead Smash, but it is more vulnerable.

HUD (Heads Up Display)

Player Character Portrait Shows whether you are playing as THE HULK™ or Dr. Banner...just in case you were wondering.

Life Meter Shows how much life force you have left. When you are Dr. Banner and this meter reaches zero, you transform into THE HULK™. When you are THE HULK™ and this meter reaches zero, you are defeated.

Rage / Items Shows how angry you are when playing as THE HULK™, and any objects you have collected as Dr. Banner.

Targeted Enemy Shows which enemy is currently targeted.

Enemy Life Bars Show how much life nearby enemies have. If an enemy is targeted, his life bar is larger and appears on top.

Combo Feedback Tells you when you complete specific attack combos.

Text Feedback Gives you useful hints on how to succeed.

PAUSE SCREEN

Continue Game: Return to the game in progress.

Audio Options: Change the audio settings.

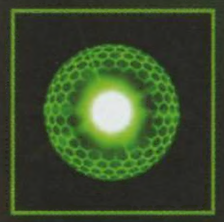
Vibration: Turn the controller vibration on and off.

Restart Level: Start the level over.

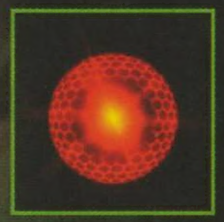
Quit: Exit the game.

COLLECTIBLES

Continue If your character's health meter becomes empty, these collectibles allow you to continue the game at a checkpoint without restarting a level from the beginning.



Health These collectibles give your character additional health points.



Rage These collectibles add points to the rage meter.

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Very special thanks to our families and friends for supporting us through the challenging process of developing this game.

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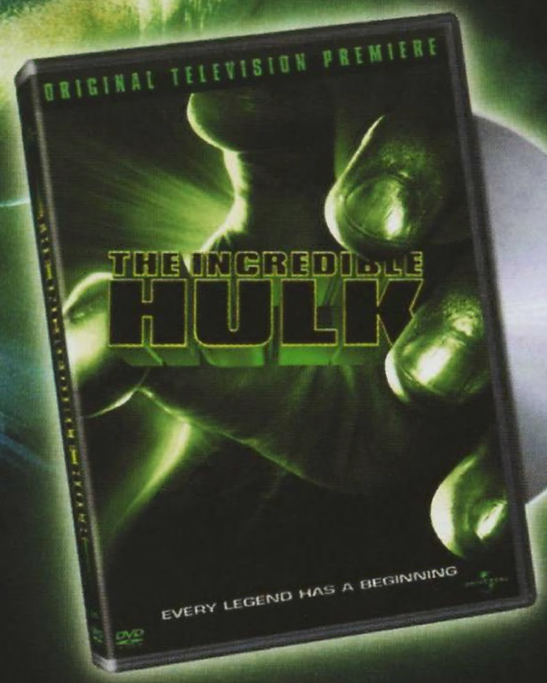

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SPECIAL INTRODUCTION by "The Incredible Hulk" star Lou Ferrigno

*Mail-in rebate offer, expires 7/6/03.

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UNIVERSAL

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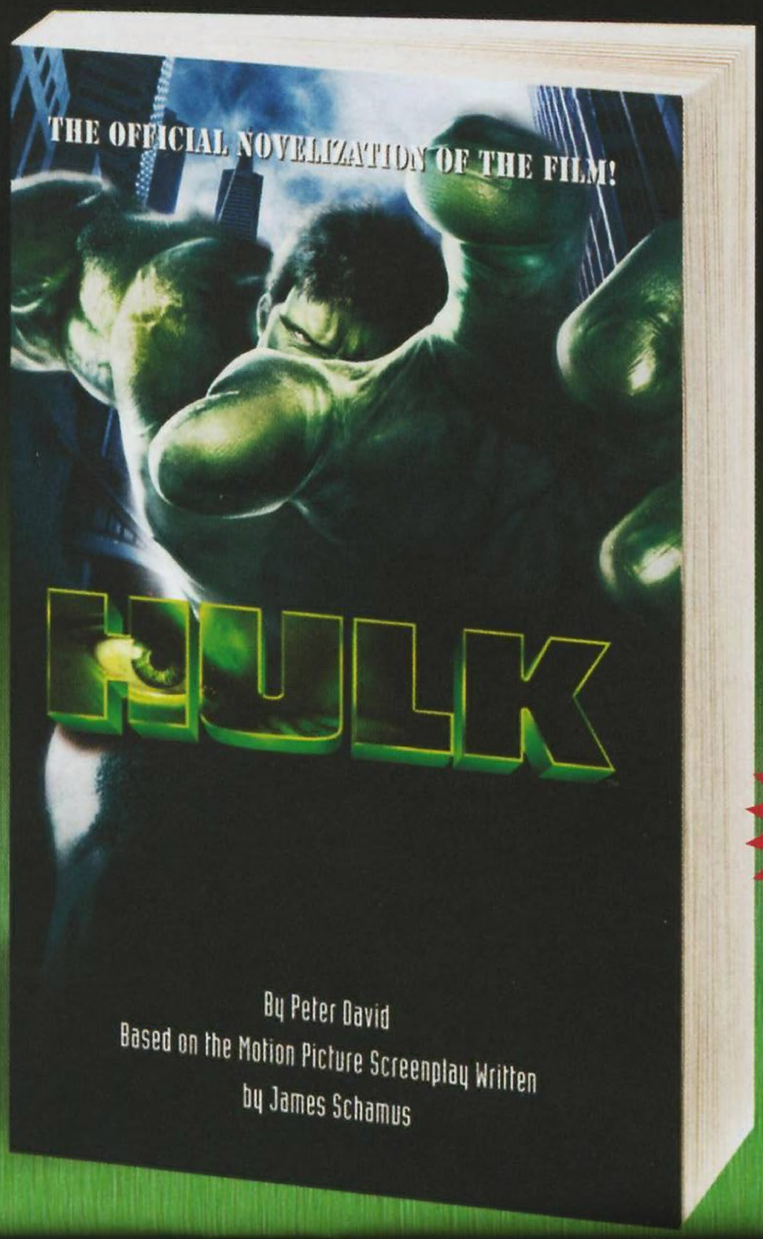

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